



Collectable Card Game

Rules and examples for the
Lego Island 3 collectable card game

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1 Overview

This document describes the proposed design for the Lego Island 3 collectable card game including all the rules required to play the game and example cards.

These rules are preliminary only and the game will require significant play testing. Card designs are representations only and are not intended to be the final form.

The aim of the game is to be the first to build a complete Lego set using cards drawn from a deck of cards. To build a set the player must have all cards in the set in play at the same time.

At the same time as a player is building their own set they are also trying to stop their opponent by 'knocking down' the cards they play.

The game is designed for two players.

2 Types of Cards

There are five types of cards. Each card has a rarity associated with it, generally speaking the more powerful cards are rarer although this is not always the case.

All cards will be designed around objects, characters and buildings found in Lego sets.

2.1 Bricks

2.1.1 The Brick Card

The brick card is the basic currency used to build characters, objects and buildings. Each card is worth 10, 20, 30, 40 or 50 bricks. The other cards in the game have a cost in bricks and the player must have the appropriate number of bricks available before they can play that card.

<PICTURE>

2.1.2 Special Brick Cards

There are also three special brick cards, *The Brickster*, *Bill Ding* and *The Infomaniac*.

The Brickster	Forces the player to knock down one of their own cards. The player can choose which card to remove.
Bill Ding	Works in the same way as a standard brick card but is worth 100 bricks.
The Infomaniac	Allows the player to find any card from their deck and put it into play.

2.2 Plans

Plan cards are used to build objects, vehicles and buildings such as the police station, a cannon, helicopter or the centrifuge.

Each Plan card has a cost in bricks that must be available either from brick cards or other sources before the Plan can be played.

Plan cards may form part of a set or be stand alone items that represent other objects from the Lego universe.

Depending on the exact card, Plan cards may effect other cards or be used in combination with objects to produce a desired effect.

Some cards may require other cards to be in play before they can be built.

Vehicle cards also have a speed, this value is used by other cards to determine the outcome of races etc.

2.2.1 The Plan Card

<PICTURE>

2.2.2 Example Plan Cards

Centrifuge

Building

Requires 30 bricks to build.

Forms part of the Space Port Set.

Must be built to complete the Space Port set and win the game.

Cannon

Object

Requires 20 bricks to build.

This card doesn't do anything on it's own but can be used to fire cannon balls and knock down opponent's buildings.

House

Building

Requires 50 bricks to build.

Any characters (see below) in play are protected by the house and cannot be knocked down until the house itself has been knocked down.

Wall

Building

Requires 50 bricks to build.

Protects all other cards from attack. The wall must be knocked down before the other cards can be knocked down.

Throne

Object

Requires 10 bricks to build.

Ambulance

Allows King Leo to be built.

Vehicle

Speed 15

Requires 20 bricks to build.

Can be used with Return and Enter to rescue characters that are knocked down.

2.3 Characters

Character cards represent characters from the Lego universe. Some characters are part of sets and must be built to win the game, others are simply incidental characters.

Each Character card has a cost in bricks that must be available either from brick cards or other sources before the Plan can be played.

Most characters will have special abilities used to affect other cards or the players, for example a Pirate captain may make cannons more effective.

Some characters will require other cards to be in play before they can be built, for example, The Pirate Captain may require a Pirate Ship to be available before they can be played.

Most characters require 10 bricks to build.

Each character also has a speed. This is used by other cards to determine the outcome of races etc. Characters could also have other properties, for example, strength. Some cards might only affect characters with less than a certain strength.

2.3.1 The Character Card

<PICTURE>

2.3.2 Example Character Cards

King Leo

Speed 5

Requires 10 bricks to build.

Part of the Knights Kingdom set, must be built to complete the set and win the game.

King Leo cannot be played until a throne is available.

Majisto

Speed 5

Requires 10 bricks to build.

At any time, Majisto can remove an opponents character from play. If he does, Majisto himself is also removed.

Return and Enter

Speed 10

Requires 20 bricks to build.

Used to drive the Ambulance.

If Return and Enter and the Ambulance are in play, characters that would normally be removed from play are returned to the player's hand instead.

Brickbots

Speed 5

Requires 10 bricks to build.

Brickbots steal cards from other players. If a Brickbot is in play its owner can remove an opponents card from play rather than playing cards of his own. The card he removes must

	not cost more bricks than he himself has available at that time.
Nick Brick	<p>When a Brickbot is used in this way it is removed from the game. Speed 10</p> <p>Requires 10 bricks to build.</p> <p>Stops Brickbots from stealing cards.</p>
Pirate Captain	<p>If Nick Brick is in play, no one may use Brickbots to steal other player's cards. Speed 10</p> <p>Requires 10 bricks to build.</p> <p>A Pirate Ship or Pirate Boat must be in play before the Pirate Captain can be played.</p>
Pepper	<p>If the Pirate Captain is in play then the cost of other pirate characters is reduced by 5 bricks. Speed 25</p>
Knight	<p>No special abilities, other than his speed. Speed 5</p> <p>Uses 10 bricks to attack, causes 10 bricks worth of damage to one building, vehicle or object.</p> <p>Requires a castle to be built. Each castle allows up to four Knights to be in play at one time.</p>

2.4 Items

Item cards represent additional items found in Lego. Generally Items are used in combination with other cards to produce a desired effect.

Many items do not require bricks to be used and can be played at any time, including during an opponent's turn.

Some Item cards may require other cards to be in play before they can be used.

2.4.1 The Item Card

<PICTURE>

2.4.2 Example Item Cards

Cannonball	<p>Does not require any bricks to be built, can be used at any time.</p> <p>Used to knock down one card with a building cost of up to 20 bricks.</p> <p>Cannonballs can only be used when a cannon is in play and are discarded as soon as they have been 'fired'.</p>
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Fiery Cannonball	<p>Does not require any bricks to be built, can be used at any time.</p> <p>Used to knock down one card with a cost of up to 30 bricks.</p> <p>Fiery Cannonballs can only be used when a cannon and a pirate are in play and are discarded as soon as they have been 'fired'. Requires 5 bricks to be built.</p>
Shield	<p>Used to protect any character. Any character given a shield needs an extra 10 bricks worth of damage before they can be knocked down.</p>
Fuel	<p>Does not require any bricks to be used, can be used at any time.</p>
Medical Bag	<p>Used to power any flying vehicle for one turn. A flying vehicle cannot be knocked down.</p> <p>Does not require any bricks to be used, can be used at any time.</p>
Turbo Tyres	<p>Prevents one character from being knocked down. Played in response to an attack on a character.</p> <p>Does not require any bricks to be used, can be used at any time.</p>
Skateboard	<p>Turbo Tyres are attached to a vehicle and increase the vehicle's speed by 5.</p> <p>Does not require any bricks to be used, can be used at any time.</p> <p>Given to any character, it increases their speed by 5. If given to Pepper, his speed is increased by 10.</p>

2.5 Events

Events are global cards that affect one or other of the players or both at the same time.

Events are always free but some may have restrictions on when they can be played.

2.5.1 The Event Card

<PICTURE>

2.5.2 Example Event Cards

Earthquake	<p>All characters, buildings, objects and vehicles in play take 10 bricks worth of damage.</p> <p>The damage may mean that some of them are knocked down.</p> <p>Other cards may counteract this event, for example having a Res-Q Vehicle built would prevent anyone from being hurt.</p>
Fire	<p>All buildings in play take 30 bricks worth of damage.</p>

Party

Race

The damage may mean that some of them are knocked down.

Other cards may counteract this event, for example having fire engine built would prevent anyone from being hurt.

This card must be played as soon as it's drawn.

The next player skips a turn while all the characters have a party.

Each player picks one character they have in play. The player with the fastest character gets an extra turn.

Other cards may be played after this one to speed up characters before the race begins.

3 Sets

A set in the context of the game is a number of related cards.

For example:

Pirate Set

Front of pirate ship

Middle of pirate ship

Back of pirate ship

Pirate captain

Three pirates

Pirate rowing boat

Sets may have varying numbers of cards but are equivalent to each other.

Other sets might include *Lego City*, *Adventurers* or *Space Port*.

4 Decks

Each player has his own deck. In addition there is a central "bucket" of brick cards.

4.1 The Bucket

The bucket is a standard deck and is the same for each player, it contains the following cards:

1x	Infomaniac Card
1x	Bill Ding Card
1x	Brickster Card
15x	10 Brick Cards
10x	20 Brick Cards
5x	30 Brick Cards
5x	40 Brick Cards
2x	50 Brick Cards

4.2 The Main Deck

The Main Deck is where Plan, Character, Item and Event cards go. Each player designs their own deck and it can contain up to sixty cards. Most cards can be included as many times as the player wishes but some may be limited. For example, only one Pepper may be included in a deck.

The deck should include the cards required to build at least one set plus cards to attack the opponent's cards and to defend.

4.2.1 Combinations

The deck should include a good mix of cards and include groups of cards that complement each other, even if they don't relate to the set being built. It is this building up of combinations of cards which gives the decks their variety and adds a strategic element to the game that should appeal to players of all ages.

For example, the *Pepper*, *Skateboard* and *Race* cards described above are a group which work well together to give the player free turns and could be included in any deck.

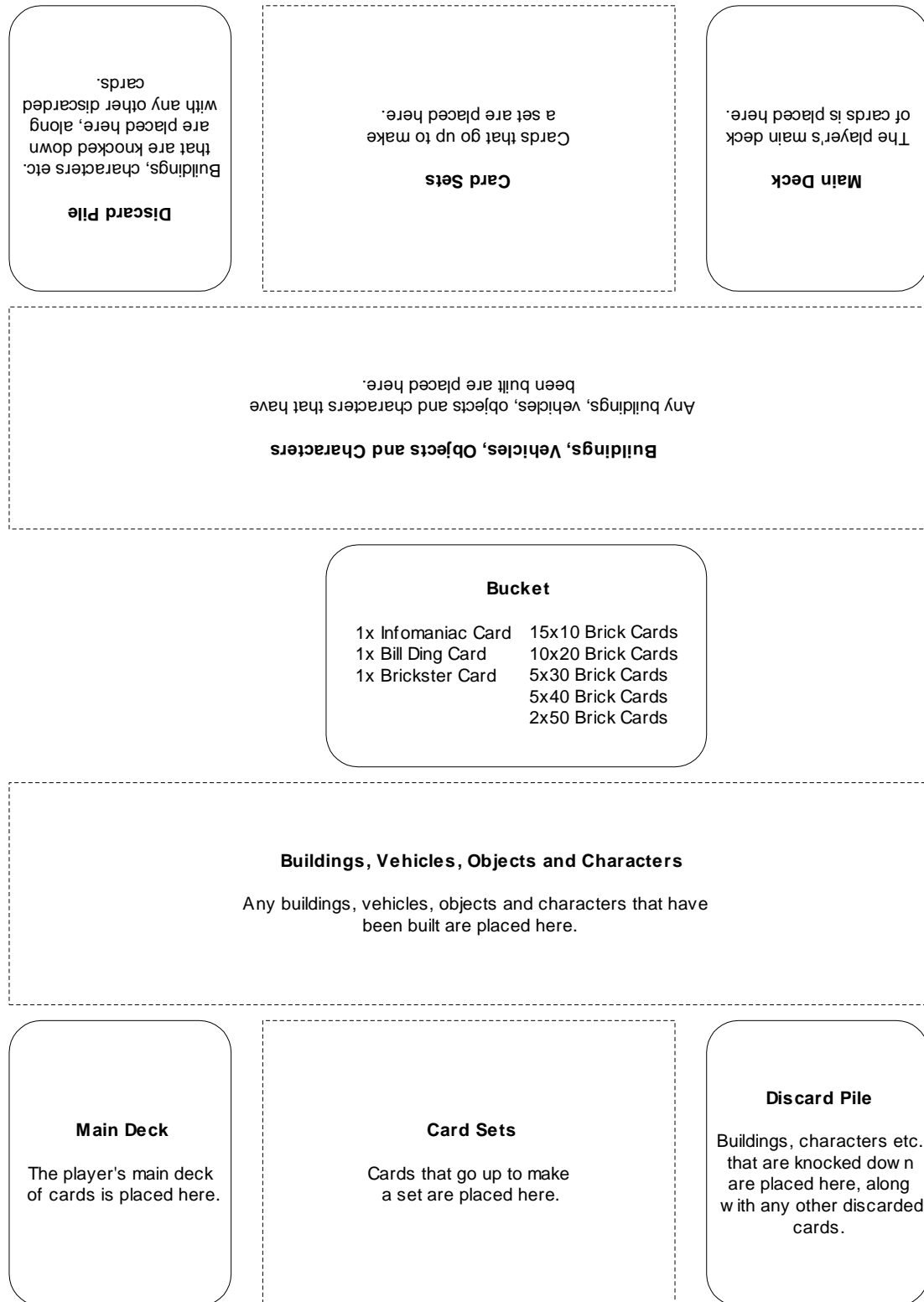
4.2.2 Pre-set Decks

There should be a large number of pre-set decks available to ensure that any level of player can play the game. As the player collects cards within the main game the appropriate pre-set decks will be made available for them to use based on what cards they have in their collection. Alternatively they can build their own decks, and a well built custom deck will be better than a pre-set deck.

5 Playing the Game

5.1 Playing Area

The play area is laid out as follows:



5.2 Beginning the Game

Each player shuffles their main deck and the 'Bucket' of brick cards. Each player then draws a card from the bucket. The player with the highest brick card begins the game, if both brick cards are the same or either player has one of the three special cards they are placed on the bottom of the bucket and the players draw the next cards.

The bucket of bricks is then shuffled again.

Each player then draws seven cards each and the game begins.

5.3 The Turn

Players take it in turn to perform the following actions:

5.3.1 Draw A Card

The player draws one card from their main deck and places it in their hand. If the card has any special instructions that must be followed when it is drawn those should be followed now. For example, the Fire Event detailed above is played as soon as it is drawn.

5.3.2 Draw Bricks

The player turns over the top card from the bucket of bricks and places it next to the bucket.

5.3.3 Play Cards

The player may now play as many cards from their hand as they wish, up to the number of bricks drawn from the bucket.

For example, if the player drew 30 bricks they might play a 10 brick Character card, a 0 brick Item card, a 20 Building brick card and a 0 brick event.

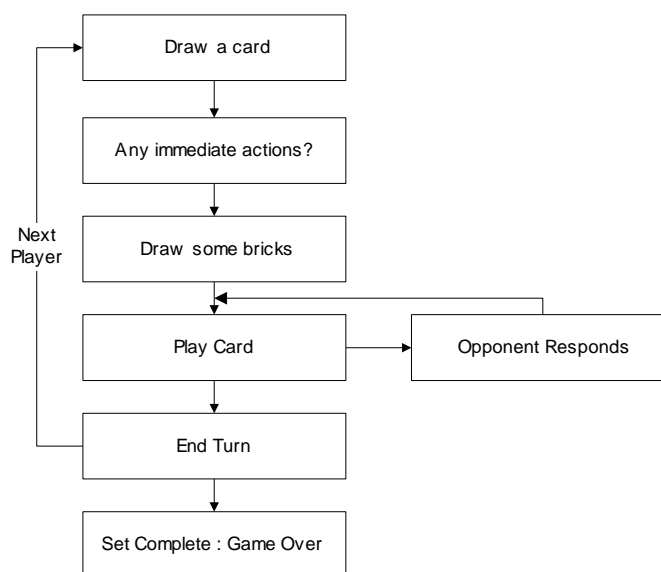
Each time a player plays a card their opponent may respond by playing one of their own cards. The cost of this card must either be 0 or be met by special cards currently in play. This can include attacking cards such as cannonballs. Only the player whose turn it currently is can use bricks drawn from the bucket.

Damage is cumulative within a turn so if two 10 brick cannonball cards were 'fired' at a 20 brick building that building would be knocked down unless the player who owns the building can play a card to save it. Any cards knocked down in this way are removed to the discard pile.

5.3.4 End of Turn

Once the player has finished playing cards, the turn ends. Damage values are reset and the brick card drawn is returned to the bottom of the bucket. The player does not have to use up all the bricks they drew but bricks are not carried over between turns.

It is now the other player's turn.



5.3.5 Ending the Game

Player continues until one of the players builds successfully builds a Lego set. The game finishes as soon as the last card in the set is played, their opponent does not get the opportunity to play any cards in response.

6 Example Sets



7 An Example Deck

8 Sample Game

9 In-Game Representation

Rather than use a representation of cards on a table, the game will make full use of the 3D engine to build galleys which fight, characters which hold shields and wave at the player etc. This will make playing the game a much more exciting experience.